

Kyoto Seika
University

Kyoto Seika University

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Undergraduate Program

Faculty	No. of Accepted Applicants
The Visual Arts	240
Design	208
Manga	232
Popular Culture Studies	118
Humanities	300

The above no. of accepted applicants includes students of Japanese citizenship.

Undergraduate Program

Faculty of Visual Arts	Freshman	Sophomore	Junior	Senior
Oil Painting	For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.	Students develop mastery over a wide range of practices, including still-life drawing, landscape painting, live model drawing, art material research and material production.		While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.
Nihonga	For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.	Students pursue the techniques unique to Nihonga through the practice of bird and flower painting, landscape painting, live model studies, and Nihonga material studies including Iwaenogu paints and gold leaf.		While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.
Sculpture	For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.	Students practice a wide range of different sculptures such as modeling the human figure, wood sculptures, marble sculpture, bronze moulding, glass sculpture, cement sculpture, and installations.		While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.

Faculty of Arts

Freshman

Sophomore

Junior

Senior

Ceramics

For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.

Students practice and master skills such as hand kneading, tatara method, wheeling, pouring and moulding, dishware, and object formation.

While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.

Dyeing & Textiles

For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.

Students practice and master textile methods such as Yuzen method, felt, stencil dyeing, wax pour dyeing, sewing, weaving, silkscreen method, textile design, and fiber arts.

While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.

Cinematic Media

For the first year, all students engage in a 4-part "Core Curriculum", constituted of painting, crafts sculpture, and design introduction courses.

Students develop mastery over art animation, short videos, media art, CG, sound art, music videos, and short films.

While actively communicating with instructors in preparing for the future, students choose seminars based on interest and finally prepare and present their thesis project.

Faculty of Design

Freshman

Sophomore

Junior

Senior

Illustration

Students grasp the fundamentals of illustration through sketching and drawing classes.

Students study printmaking, silkscreen prints, CG tools, and photography in addition to illustration, thereby widening the range of their artistic potential.

Students divide into one of two specialized class groups, "Illustration and Books", "Art and Design", and engage in projects accordingly.

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Visual Design (Graphic Design)

Students learn the basics of visual design by exploring a wide range of expression.

Students explore imagery, lettering, and the importance of communicative expression in graphic design, engaging in projects which exhibit consciousness of consumers.

Students undertake projects with an emphasis on societal problem solving, and continue to develop specialized knowledge in their field of practice.

Students demonstrate the cumulative results of their education through their graduation project.

Visual Design (Digital Creation)

Students learn the basics of visual design by exploring a wide range of expression.

Students undertake an array of different projects such as motion graphics, 3DCG, events, character design, online projects, and video game design.

Students undertake projects with an emphasis on societal problem solving, and continue to develop specialized knowledge in their field of practice.

Students demonstrate the cumulative results of their education through their graduation project.

Product Design (Product Communication)

Students learn the fundamentals of 2D and 3D forms, and learn literacy in computer graphic software.

Students develop an advanced understanding of product design through problem solving projects, and design home appliances which demonstrate an understanding of every day problems and their solutions.

Students participate in project-centered classes, developing products according to personal interests, ie. sports equipment design, outdoor product and equipment design, etc.

Students demonstrate the cumulative results of their education through their graduation project.

Faculty of Design

Freshman

Sophomore

Junior

Senior

Product Design (Lifestyle Creation)

Students undergo rigorous training to strengthen their basic drawing skills through such projects as completing 100 pages of sketches.

While continuing to study the proper application of 2D and 3D forms, students design and plan the marketing of commercial products, gaining real world experience.

Students participate in project-centered classes, developing products according to personal interest, ie. sundry goods, packaging, furniture, etc., as well as projects such as business planning.

Students produce and present their graduation project as an entire class group.

Architecture

In addition to building core understanding of architectural technology, students also develop their international communication skills by participating in English seminars, etc.

Students grow all areas of their architectural know-how, designing practical buildings which can respond to social demands and pushing creative boundaries with experimental architecture.

In conjunction with the studio of a supervising instructor, students present their graduation project to be reviewed by a critique board.

In conjunction with the instructor's studio and team, students carry out their graduation project.

Faculty of Manga

Freshman

Sophomore

Junior

Senior

New Generation Manga

Students learn how to use manga pens, how to develop effective names, and how to use digital software.

Students learn the fundamental skills of target audience awareness, research, planning, and marketing.

Students continue to develop their technical skills while also engaging in seminars according to individual interest.

Students demonstrate the cumulative results of their education through their graduation project.

Cartoons

Students strengthen their drawing skills by producing 500 pages of sketches.

Students study the components of humorous expression while also experimenting with a wide range of materials and drawing techniques.

Students divide into seminar-based class groups, developing their projects under the supervision of an instructor.

Students demonstrate the cumulative results of their education through their graduation project.

Story Manga

Students learn how to build communicative and effective stories and plots

With an emphasis on the importance of character naming in story manga, students continue to practice effective manga storytelling techniques in a 16-24 page manga project.

Students divide into seminar-based class groups, developing their projects under the supervision of an instructor.

Students demonstrate the cumulative results of their education through their graduation project.

Faculty of Manga

Freshman

Sophomore

Junior

Senior

Character Design

In addition to strengthening drawing skills and learning techniques for building appealing characters, students also hone their skills in developing vibrant creativity.

Students participate in competitions and learn such skills as how to create 3D characters from 2D references.

Students divide into specialized classes for manga and light novel illustration, digital game art, etc.

Students prepare and present their graduation project according to their class.

Animation

In addition to basic drawing and expression techniques, students also learn the principles of motion and how to effectively utilize CG software.

Students develop technical skill for stop motion, audio, CG, etc. By studying the Japanese performance art of Noh, students learn the dual usage of static and active movement.

Students work on a fully-fledged animation project for 1 year while experiencing the different processes of plot production, acting, and development.

Students divide into seminar-based class groups and produce their graduation project through planning meetings and under the direction of a supervising instructor.

Faculty of
Popular
Culture
Studies

Freshman

Sophomore

Junior

Senior

Music

Students learn the fundamentals of music production, recording, and advertising methods.

Students experience music production methods from start to finish, ranging from writing, recording, and desktop music editing to magazine production and event planning.

Students divide into seminar-based class groups, developing unique methods of musical expression as well as learning the business methods of the music industry.

Using their accumulated knowledge and skills, students prepare and present either a thesis paper or a graduation project based on a theme of choice.

Fashion

Students learn fundamental fashion production skills such as sewing and using clothing patterns. Analyzing garment styles and functions, and with an emphasis on problem-solving, students then begin their own fashion production projects.

Applying the skills gained in freshman year, students begin determining their own distinct style which they then begin to promote in the real world via websites and fashion magazines.

Students choose 1-2 specialized classes from the following options: "Collection Building", "Fashion Design and Production Technique", "Brand Development", "Design and Curation (Fashion Exhibitions)".

Students carry out their graduation based on a theme of choice (ie. developing an independent brand, utilizing social media to promote products, etc.)

Faculty of Humanities

(Expected changes in the Faculty of International Studies as of 2021)

Freshman

Sophomore

Junior

Senior

Literature

Students gain fundamental principles for a successful college career through a variety of different core classes. With a focus on language and communication skills, students gain the skills necessary for effective interpersonal connections.

Students partake in an array of different courses, such as literature, history, sociology, Japanese literature, Japanese history, Japanese language theory, social design, etc.

Students participate in a seminar for Japanese literature, with course material ranging from ancient to modern times.

Students sum up and explain the results of their research in a final thesis paper.

History

Students gain fundamental principles for a successful college career through a variety of different core classes. With a focus on language and communication skills, students gain the skills necessary for effective interpersonal connections.

Students partake in an array of different courses, such as literature, history, sociology, Japanese literature, Japanese history, Japan and Asia studies, social design, etc.

Students participate in a seminar for Japanese history, with course material ranging from ancient to modern times.

Students sum up and explain the results of their research in a final thesis paper.

Social Sciences

Students gain fundamental principles for a successful college career through a variety of different core classes. With a focus on language and communication skills, students gain the skills necessary for effective interpersonal connections.

Students partake in an array of different courses, such as literature, history, sociology, Japanese literature, Japanese history, modern sociology, social design, etc.

Students participate in a seminar for Japanese social sciences, exploring the different facets of politics, economics, philosophy, and culture.

Students sum up and explain the results of their research in a final thesis paper.